

Math 432 lec 13 Trees and Cayley's Formula

- (1) Definition: a *tree* is a connected graph without any cycle.
- (2) Properties of trees: every tree with at least 2 vertices has at least 2 leaves. (pf: take a longest path in the tree. Then the endpoints have no neighbors outside of the path (otherwise it is not the longest) and no neighbors on the path (otherwise there is a cycle). So the endpoints have degree 1, thus are leaves.)
- (3) The following are equivalent: Let G be a graph with n vertices
 - (a) G is a tree;
 - (b) G is connected and has exactly $n - 1$ edges.
 - (c) G is connected and every edge of the graph is a bridge.
 - (d) every pair of distinct vertices x and y in G is joined by a unique path.

Pf: Let G be a tree. Then G is connected, and there is a path between any pair of distinct vertices. To show (b), we use induction on the number of vertices. We just showed that G has a leaf, say u . Then $G - u$ is still a tree. By induction, $G - u$ has $n - 2$ edges, so G has $n - 1$ edges. To show (c), we observe that if $e = uv$ is not a bridge, then there is an u, v -path P in $G - e$. But $P + e$ is a cycle in G , a contradiction. To show (d), if there are two paths between x and y , then the two paths together form a closed walk, so it must contain a cycle, a contradiction.

Now assume the truth of (b). We use induction on n again. As $e(G) = n - 1$, $2e(G) = \sum_u d(u) = 2n - 2 < 2n$, so some vertex, say x , has degree 1. Now $G - x$ is connected and has $n - 2$ edges, so $G - x$ is a tree by induction. Then G has no cycle as well. So G is a tree.

Assume (c) now. Clearly G cannot contain a cycle, for otherwise, the edges on the cycle are not bridges. So G is a tree.

Assume (d) now. Clearly G cannot contain a cycle, for otherwise, there are two paths between vertices on the cycle. So G is a tree.

- (4) Spanning tree in a connected graph:
 - (a) a spanning tree in a graph is a tree contained in the graph which contains all the vertices.
 - (b) algorithms to find a spanning tree:
 - remove the non-bridges one-by-one; or
 - breath-first search; or
 - add edges one by one so that no cycle is formed.
 - (c) find minimal spanning in a weighted graph: Kruskal's algorithm.
- (5) a bipartite graph G is a graph whose vertices can be partitioned into two parts (A and B) so that all the edges are between the two parts.

A tree is a bipartite graphs. (pf: start from a vertex, do a BFS search, and label the vertices in each level alternatively by 0 and 1.)